

John



Gobbo



Orpheus



Theodore



Bruenor



Klunk



JOHN, O PALADINO

FR *Normal* +1 INT *Normal* +1
 CON *Bom* +2 WILL *Normal* +1
 DEX *Normal* +1 PER *Normal* +1
 AGI *Normal* +1 CAR *Bom* +2

ESPADA LONGA (+2) Dano: 1d6+1 ou
 ADAGA (+2) Dano: 1d3+1

PV: 16 Defesa: 8
 Deslocamento básico: 9m (6 casas)
 Cura pelas mãos (*Normal*)

CURA +1 NATAÇÃO +1
 ESCALAR +2 RASTREIO +2
 MONTARIA +2 RELIGIÃO +2



GOBBO

FR *Fraco* - INT *Normal* +1
 CON *Normal* +1 WILL *Normal* +1
 DEX *Normal* +1 PER *Bom* +2
 AGI *Ótimo* +3 CAR *Normal* +1

ESPADA CURTA (+2) Dano: 1d3+1 ou
 ZARABATANA (+1) Dano: 1d2

PV: 10 Defesa: 10
 Deslocamento básico: 6m (4 casas)
 Ataque Furtivo (*Normal*)

ACROBACIAS +3 FALSIFICAÇÃO +1
 ARMADILHAS +3 FECHADURAS +1
 DISFARCES +1 FURTAR +1
 ESCALAR +1 FURTIVIDADE +1



ORPHEUS

FR *Fraco* - INT *Normal* +1
 CON *Fraco* - WILL *Normal* +1
 DEX *Ótimo* +3 PER *Bom* +2
 AGI *Bom* +2 CAR *Normal* +1

2x ESPADA CURTA (+2) Dano: 1d3+1

PV: 13 Defesa: 9
 Deslocamento básico: 9m (6 casas)
 Rituais: 1 (1º Círculo)
 Pontos de Vida Extras (*Normal*)

ACROBACIAS +1 MONTARIA +2
 ARQUERIA +3 RASTREIO +2
 HERBALISMO +2 SOBREVIVÊNCIA +2



THEODORE

FR *Fraco* - INT *Bom* +2
 CON *Normal* +1 WILL *Bom* +2
 DEX *Bom* +2 PER *Normal* +1
 AGI *Normal* +1 CAR *Normal* +1

CAJADO (+1) Dano: 1d3+1

PV: 10 Defesa: 8
 Deslocamento básico: 9m (6 casas)
 Magias: Fogo 2, Ar 1 (4 pts de Magia)
 Rituais: 3 (1º Círculo)

ALQUIMIA +2 FURTIVIDADE +2
 ARMADILHAS +1 IDIOMA (*Elífico*) +2
 CURA +2 NATAÇÃO +1
 DECIFRAR +2



BRUENOR

FR *Normal* +1 INT *Normal* +1
 CON *Ótimo* +3 WILL *Normal* +1
 DEX *Normal* +1 PER *Bom* +2
 AGI *Normal* +1 CAR *Fraco* -

MACHADO ANÃO (+2) Dano: 1d6+2

PV: 18 Defesa: 8
 Deslocamento básico: 6m (4 casas)
 Fúria Bárbara (*Normal*)

ARMADILHAS +1 MONTARIA +2
 ESCALAR +2 RASTREIO +2
 FECHADURAS +1 SOBREVIVÊNCIA +2



KLUNK, O BÁRBARO

FR *Bom* +2 INT *Fraco* -
 CON *Bom* +2 WILL *Normal* +1
 DEX *Bom* +2 PER *Normal* +1
 AGI *Normal* +1 CAR *Normal* +1

ESPADA MONTANTE (+2) Dano: 1d6+3

PV: 16 Defesa: 8
 Deslocamento básico: 9m (6 casas)
 Fúria Bárbara (*Normal*)

ARMADILHAS +1 RASTREIO +2
 ESCALAR +3 SOBREVIVÊNCIA +2
 MONTARIA +2



Cassius



Giovanna



Germana



Elara



Tamara



Gabrielle



CASSIUS



FR *Ótimo* +3 INT *Fraco* -
CON *Bom* +2 WILL *Normal* +1
DEX *Normal* +1 PER *Normal* +1
AGI *Normal* +1 CAR *Normal* +1

ESPADA MONTANTE (+2) Dano: 1d6+4 ou
COICE (+3) Dano: 1d3+3

PV: 17 Defesa: 8
Deslocamento básico: 9m (6 casas)
Pontos de Vida (*Normal*)

ESCALAR +2 RASTREIO +2
MONTARIA +2 PROFISSÃO +2
NATAÇÃO +2 - (*Ferreiro*)

GIOVANNA



FR *Fraco* - INT *Normal* +1
CON *Normal* +1 WILL *Normal* +1
DEX *Bom* +2 PER *Normal* +1
AGI *Ótimo* +3 CAR *Normal* +1

ESPADA CURTA (+2) Dano: 1d3+1
BESTA DE MÃO (+2) Dano: 1d3

PV: 15 Defesa: 10
Deslocamento básico: 9m (6 casas)
Rituais: 1 (1º Círculo)
Pontos de Vida (*Normal*)

ACROBACIAS +2 NATAÇÃO +2
ESCALAR +2 PROFISSÃO +2
MONTARIA +2 - (*Caçadora*)

GERMANA



FR *Normal* +1 INT *Normal* +1
CON *Normal* +1 WILL *Normal* +1
DEX *Normal* +1 PER *Normal* +1
AGI *Ótimo* +3 CAR *Normal* +1

ESPADA LONGA (+2) Dano: 1d6+1
ESCUDO (+2)

PV: 14 Defesa: 10 (11 c/ Escudo)
Deslocamento básico: 9m (6 casas)
Cura pelas mãos (*Normal*)

CURA +1 NATAÇÃO +1
ESCALAR +3 RASTREIO +2
MONTARIA +2 RELIGIÃO +2

ELARA, A DRUÍDA



FR *Fraco* - INT *Bom* +2
CON *Normal* +1 WILL *Normal* +1
DEX *Bom* +2 PER *Normal* +1
AGI *Normal* +1 CAR *Bom* +2

CAJADO (+1) Dano: 1d3+1
ADAGA RITUAL (+1) Dano: 1d3

PV: 12 Defesa: 8
Deslocamento básico: 9m (6 casas)
Magias: Água 1, Ar 1 (4 pts de Magia)
Rituais: 3 (1º Círculo)

CURA +2 HERBALISMO +2
DECIFRAR +2 NATAÇÃO +2
IDIOMA (*Élfico*) +2 FURTIVIDADE +2

TAMARA



FR *Normal* +1 INT *Normal* +1
CON *Fraco* - WILL *Bom* +2
DEX *Normal* +1 PER *Normal* +1
AGI *Ótimo* +3 CAR *Normal* +1

ADAGA (+2) Dano: 1d3+2
BESTA DE MÃO (+1) Dano: 1d3

PV: 8 Defesa: 10
Deslocamento básico: 9m (6 casas)
Ataque Furtivo (*Normal*)

ACROBACIAS +2 FALSIFICAÇÃO +1
ARMADILHAS +1 FECHADURAS +2
DISFARCES +1 FURTAR +1
ESCALAR +1 FURTIVIDADE +3

GABRIELLE



FR *Normal* +1 INT *Bom* +2
CON *Normal* +1 WILL *Normal* +1
DEX *Normal* +1 PER *Normal* +1
AGI *Normal* +1 CAR *Bom* +2











































ADAGA (+1) Dano: 1d3+2











































PV: 10 Defesa: 8
Deslocamento básico: 9m (6 casas)
Magias: Luz 2, Fogo 1 (4 pts de Magia)
Rituais: 3 (1º Círculo)




ALQUIMIA +2 FURTIVIDADE +2
CURA +2 IDIOMA (*Élfico*) +2
DECIFRAR +2 NATAÇÃO +2































			
			
			
			
			
			
			
			
			
			
			
			
			
			

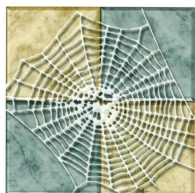
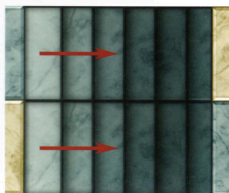
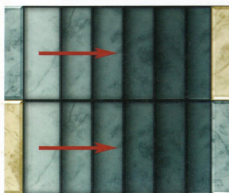
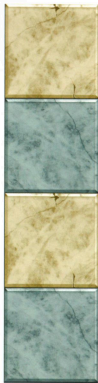
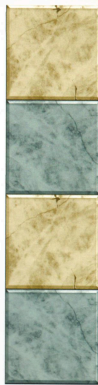
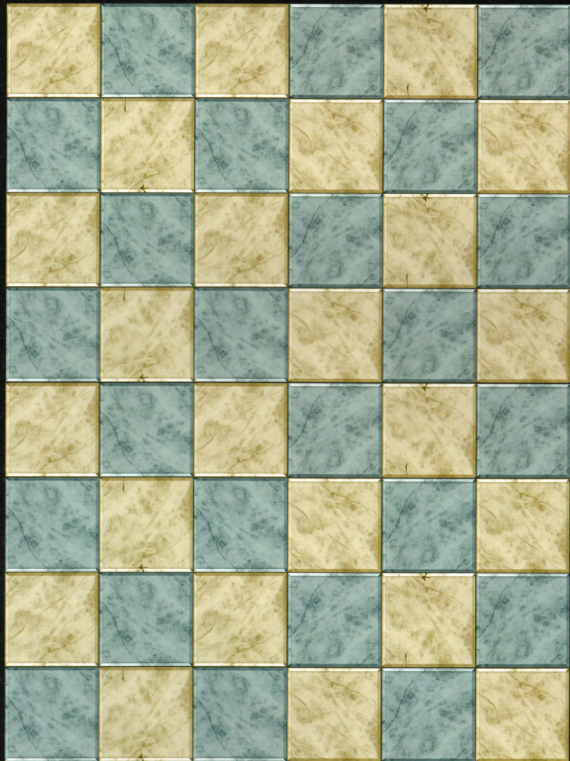
			
			
			
			
			
			
			
			
			
			
			
			
			
			

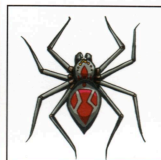
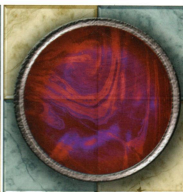
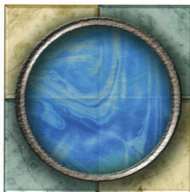
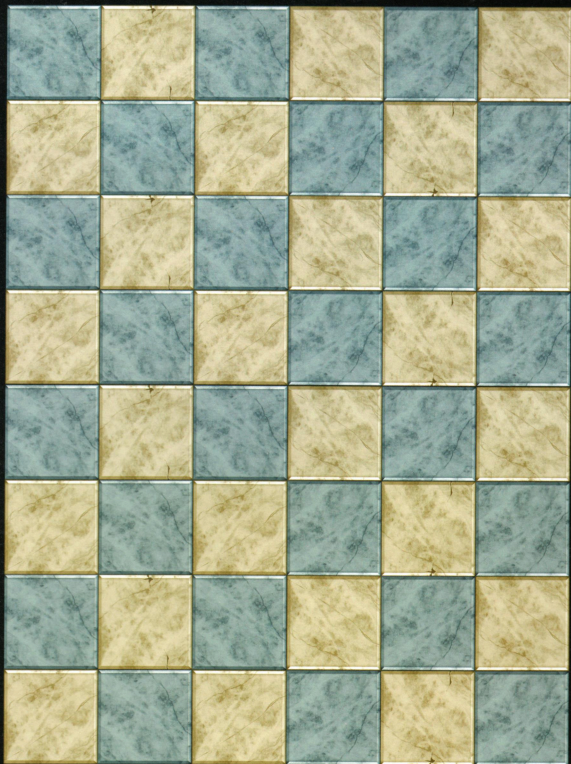
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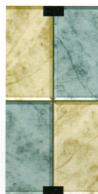
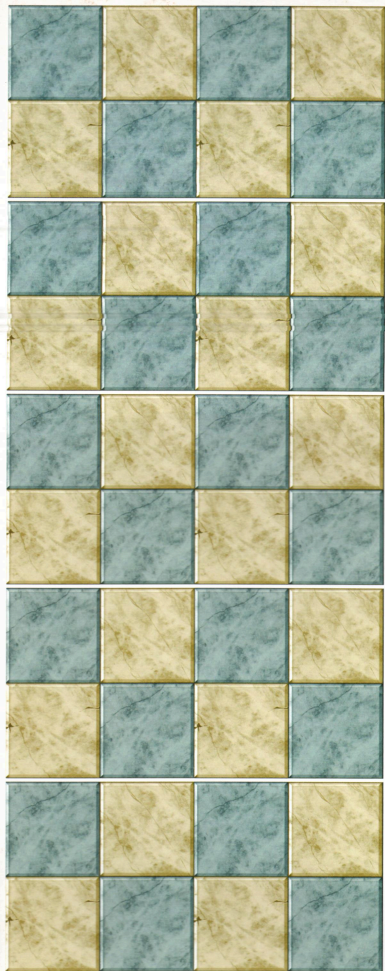
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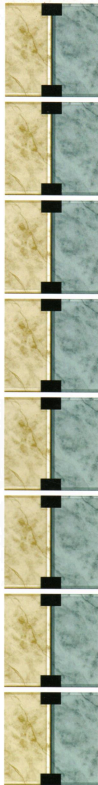
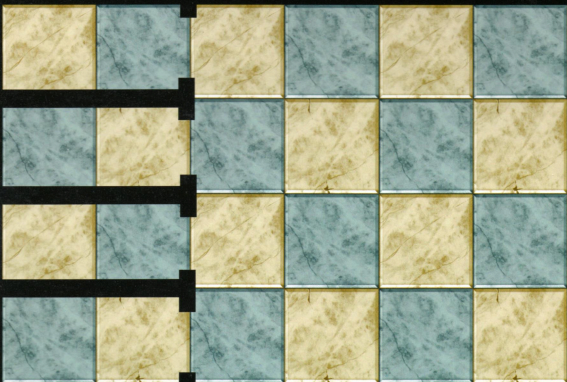
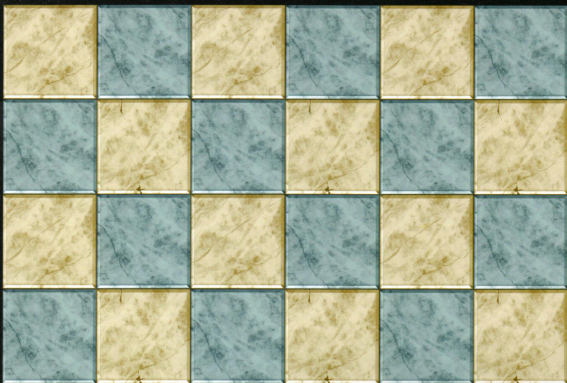
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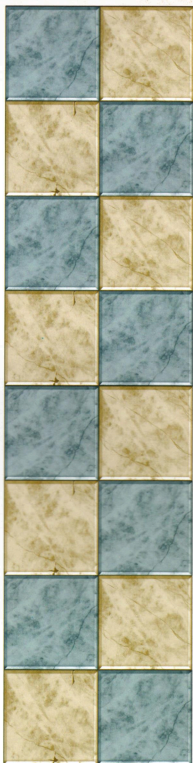
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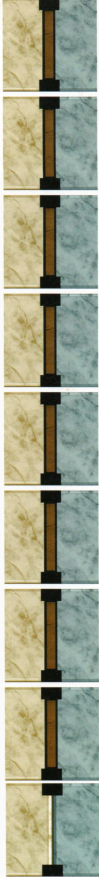
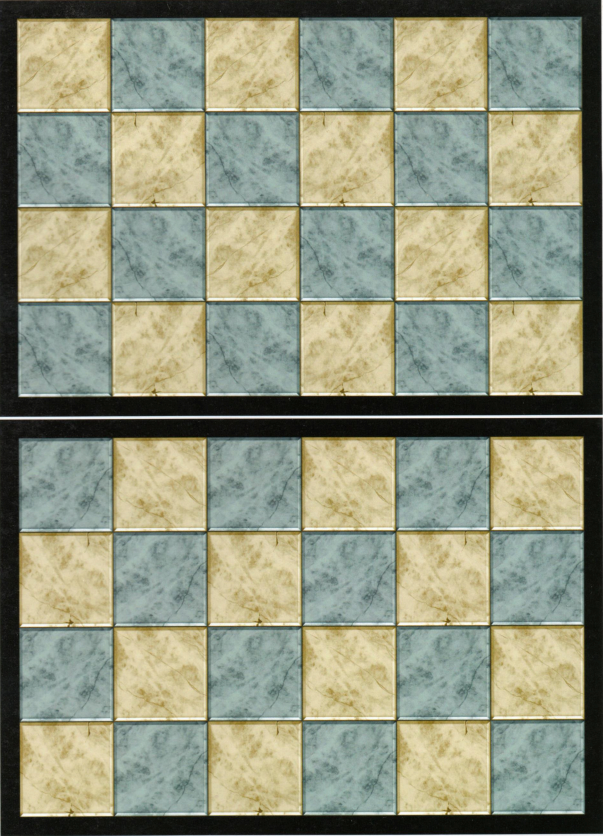



Trago



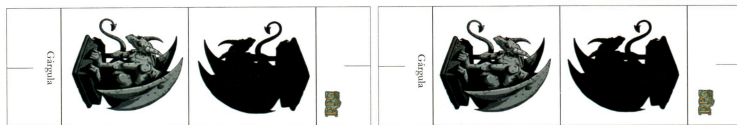
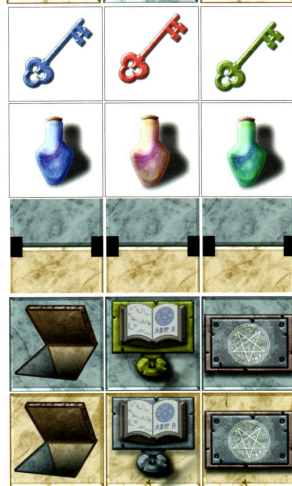
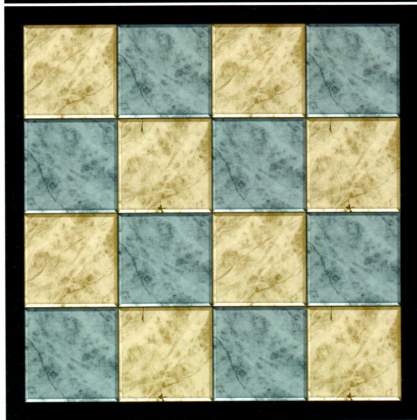
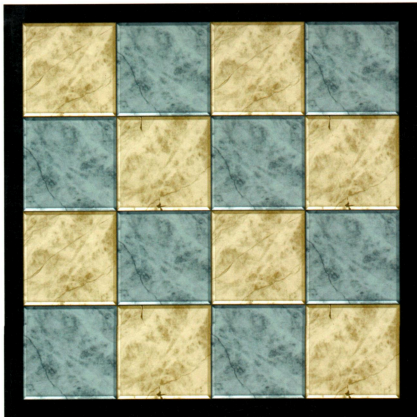
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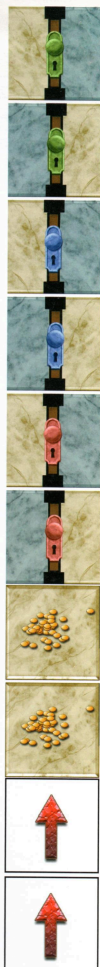
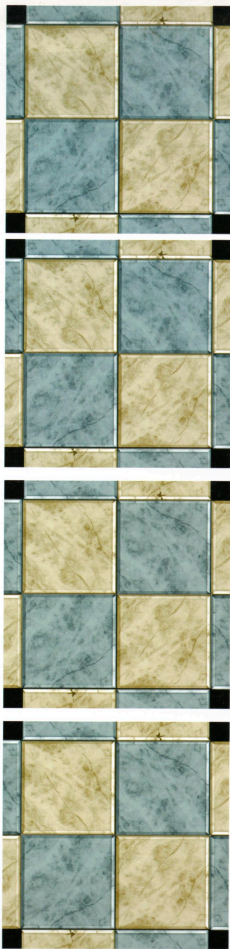
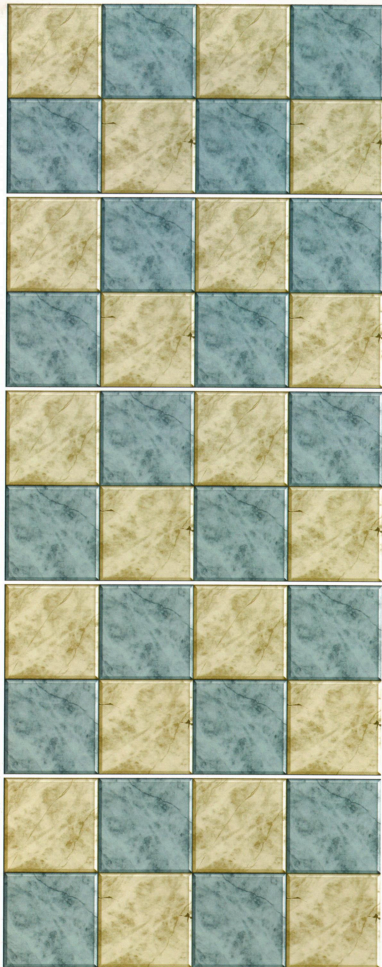
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Observador			
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Gargula			
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Troll das
Montanhas

